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**DT Overview**

Design and Technology is part of every child’s immediate life experience. The subject encourages children to become creative problem-solvers, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas, and eventually making a range of products. Through the study of design and technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as of the products functions. This allows them to reflect on, and evaluate, past and present design and technology. Design and technology helps all children to become discriminating and informed consumers and potential innovators.

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|  | **Autumn** | **Spring** | **Summer** | |
| Year 1 | **Mechanisms**  **(Sliders and Levers)**  To make a moving Christmas card | **Textiles**  **(Templates and joining)**  (Puppets) | **Food Technology**  **(Preparing fruit and veg)**  (Making Soup) | |
| Year 2 | **Mechanisms**  **(Wheels and axles)**  (To make a space buggy for Neil Armstrong) | **Structures**  **(Freestanding Structures)**  (To make playground furniture for the Bog Baby) | **Food Technology**  **(Preparing fruit and veg)**  (Food from around the world) | |
| Year 3 | **Mechanisms**  **(Levers and Linkages)**  (To make an information poster with moving parts to show different equal rights activists – Heritage Week) | **Structures**  **(Shell Structures)**  (To make a Mixed Media packed lunch box) | | **Food Technology**  **(Healthy and varied diet)**  (To set up a ‘Subway’ style sandwich takeaway) |
| Year 4 | **Food Technology**  **(Healthy and varied diet)**  (Make a selection of homemade pizzas) | **Electronics**  **(Simple circuits and switches)**  Simple circuit with a switch and a lightbulb | **Textiles**  **(2D Shape to 3D product)** | |
| Year 5 | **Food technology**  **(Celebrating Culture and Seasonality)** | **Structures**  **(Frame Structures)** | **Mechanical Systems**  **(Pulleys and Levers)** | |
| Year 6 | **Electronics**  **(More complex switches)**  (To design and make an electronic buzzer Game) | **Food Technology**  **(Celebrating Culture and Seasonality)**  (Greek food – linked to history topic) | **Textiles**  **(Combining different fabric shapes)**  (To make a freedom quilt) | |